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## CATALOGUE

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S U P P L E M E N T

CATALOGUE SUPPLEMENT AND UPDATE.

Dear Computer Gamer,

After an excellent response from you to our catalogue, we are pleased to bring you our first newsletter, which will bring you up to date on all the latest titles currently available, to add to those already in the 1985/86' catalogue. Also we would like to welcome on board C-64 owners, now that SSI appear to have solved the European load problems, which caused the delay in the inclusion of your computer in our range.

Due to the number of new titles coming out all the time, we are now reviewing the concept of a quarterly newsletter, as the present newsletter is already slightly out of date. This does not meet our requirement for keeping you right up to date with new titles. We are looking into a faster, more frequent and more efficient method of supplying you with this information and hope to have resolved this in the coming months.

A number of new titles that are due for release in the near future will be briefly described in the section 'Coming Soon'. Also projects that are "On the Drawing Board" are also included in this section and we give you the information obtained from our 'moles' inside the industry.

Many thanks to all those who sent their C.I.D's in, please keep them coming!

As we move towards 128k and 64k being the norm of memory being used by software writers, the 8 bit machine has finally come of age, with the machine's potential now being achieved by the likes of 'Ultima IV' and 'Bard's Tale' for the adventure gamer and 'Under Fire' and 'Europe Ablaze' for the wargamer.

With the same amount of improvement being achieved this year as the last, the future can be viewed optimistically.

The 16-bit computers like Atari ST, Macintosh and eventually the Amiga are becoming very popular and we will be looking to enlarge our selection of titles as they are released.

With the emergence of the new generation of home micros the future looks very encouraging for the computer gamer. When you look at the capabilities of these computers and then place them in the serious gaming environment, the potential for the hobby is increased ten-fold, for both the adventure and strategy gamer alike. Any guesses to the size of Ultima V ? or Kampfgruppe II ? I wonder! emm....

We would like to wish all our customers a very happy New Year and to thank you for your continuing support.

Steve Harper

Steve Harper.

Simon Tunstall

Simon Tunstall.

ADDISON-WESLEY:

THE HOBBIT - Tolkien's classic fantasy comes to life on computer. You are Bilbo the hobbit setting out on his adventures into the Wilderland on Middle-earth. Accompany Gandalf and Thorin to seek out the evil dragon and return with the treasure. Colour graphics, interactive play with 500+ word vocabulary and over 50 different actions possible.

'Animaction' game system provides varying parameters within the game, which means that no two games will be alike, therefore Middle-earth can be explored many times with different results. Comes complete with your own copy of the book by J.R.R.Tolkien and instruction manual with game hints.

1 Player

LEVEL 1

Apple 64K, IBM.....£31.00

AVALON HILL:

GULF STRIKE - modern air, sea and land combat in the Persian Gulf, based upon Avalon Hill's boardgame. Simulates possible combined Russian/Iraqi invasion of Iran and naval conflict in the Persian Gulf. The Allies are represented by the U.S. R.D.F and Iran, supported by units from the U.K, France, the UAE, Saudi Arabia, Kuwait, Oman and Quatar. Includes 24 aircraft types, 4 helicopters, 10 AFV's and ships ranging from nuclear carriers and submarines to fast attack craft. Ground units range from battalion to divisional level units and include infantry, Marines, Special Forces, airborne and engineers. Each turn represents 2 days and the 11x13 grid map covers the Iranian/Persian Gulf area with each square representing 28x28 kilometers. Hi-res colour display, with terrain, towns, cities, airbases, seaports, oil rigs etc. Joystick control. Save game feature. Comes complete with colour map and rule book.

1-2 Players. Play time: 1-5 hours.

Designed by Mark Herman (original board game). Winchell Chung (computer adaptation).

Level 2.

Atari 48K. (coming for Apple and C-64).....£27.00

UNDER FIRE - complex 'real time' tactical WW2 game (computer version of Avalon Hill's best selling board game 'Squad Leader'). Selection of American or Russian units v's German. Ground scale, depending on selection, ranges from 12 metres/position to 72 metres/position. Individual tanks, squad level infantry with various weapons. Hi-res colour graphics, menu driven command system, three level map displays (strategic, situation and tactical). Includes ratings for morale and training, supply rules and weather conditions. Comes with three discs and two instruction manuals. Nine scenarios and 'build your own' options with 'Mapmaker' disc, providing a complete terrain building system, with a printout option. Joystick required for II+. Optional for IIe and IIC. Mockingboard option also available.

1-2 Players (also team play). Playing time: 10 minutes for a two squad battle and up to five hours for a thirty-two squad firefight.

LEVEL 3.

Apple 64K.....£49.00

BA'RAC:

STAR CRYSTAL Episode 1 - Mertactor "The Valentine Gambit" - science fiction, role-playing text adventure based on GDW's 'Traveller' series. Each episode is playable separately or in sequence as a 'Traveller' campaign. Your assignment is to retrieve a stolen item for the Baron Edkos Valentine before you leave the planet Mertactor in two day's time. Five non-player characters, 200 locations and 380 interactive objects.

1 Player. Play time 10-50 hours.

LEVEL 3.

Apple 64K.....£35.00

CYGNUS:

STAR FLEET 1 - The War Begins.- first in a series of advanced space strategy games. Training starts in the Academy as a rookie cadet and as you complete the challenging missions assigned to you, you will gain promotion and decorations for outstanding performances, in your goal to become Admiral of the Fleet. Hi-res colour graphics, sound, animated combat resolution, selection of 36 starships and 13 starship systems simulated. Includes defensive shields, weapons auto-fire systems, tractor beams, space marines etc. More than 20 commands available, comes complete with "Officer's Manual" and Quick Reference Card. Save game feature.

1 Player (multi-player option with individual scores stored on the game disk).

Designed by Dr. Trevor Sorenson.

LEVEL 3.

C-64, IBM (128K-double-sided disk drive required. Single sided versions are available. Please state versions required when ordering).

(coming for Apple and Atari).....£43.00

DIGITAL KAMP GROUP:

CLASH OF WILLS - strategic game of the war in Europe, 1940-1945. Infantry, armour and elite armour units at Corps level, with air power using points allocated to either strategic or tactical operations. Colour map displays Europe, Norway and North Africa on a 78x95 grid with 40x40 kilometer squares. Monthly turns and various terrains, supply, weather, industrial centres, two level movement, replacements and minor allies. Allied, Soviets and Axis with computer playing Allied or Soviet or both. Keyboard control. Save game feature.

1-3 Players (or group play). Play time: 20+ hours.

Designed by Marc Summerlott.

LEVEL 2.

Atari 48K. (coming for C-64)..... £35.00

ELECTRIC TRANSIT:

WILDERNESS - two survival adventures in one. Your plane has crashed somewhere in the Sierra Nevadas. Select your equipment and food from the crash site, find out where you are and using your map and other skills, trek across country, survive the many dangers around you and locate the Ranger Outpost. Or become an adventurous archeologist and with a long forgotten map and some obscure clues, find the Lost City of Gold. These adventures accurately simulate the passage of time, many different weather patterns (snow, rain, winds, cloud, mist, fog), temperature and the seasons. Your physical condition varies with fatigue, cold, hunger and illness (including injuries from accidents or attacks from animals). Hi-res three dimensional colour graphics and a 300 word vocabulary, enable you to ascertain where you are by the position of the sun or the surrounding terrain features and comparing them with your topographical map. Includes a beginner's scenario to acclimatise yourself with the game or design your own scenarios with your own physical attributes and terrain maps. Comes complete with 110 page manual with instructions for the games and survival techniques. Save game feature.

1 Player.

Designed by Dr. Wesley Huntress, Charles Kohlhase and Peter Farson.

LEVEL 3.

Apple II series..... £43.00

ORIGINS SYSTEMS INC:

AUTODUEL - futuristic, strategy role-playing game based on the board game 'Car Wars' by Steve Jackson. Create your character and then explore the future world, where it is the right of every citizen to arm their car to survive the perils of the open road. You begin with 2000 dollars cash and must learn how to earn enough to design and build your own car, which will survive the battles of the road or the arena. Win fame and fortune as an autoduellist in the arena, as a courier or as a vigilante, clearing the highways of road outlaws and motorcycle gangs. As you become more skilful and your reputation increases, you will be approached by people from both sides of the law and offered the chance to become the hero of the future - If you make the right choices. Features a comprehensive range of vehicle components including armour, 7 body types, 4 chassis, 3 suspensions, 4 power plants, 4 tyre types and 12 weapon types including lasers, rockets, AT guns, machine-guns, mines, etc. Each component is rated for price, weight, size, performance and damage points. Weapons are rated for hitting power, weight, accuracy and cost and weight of each round of ammunition. Your character is rated for driving skill, marksmanship, mechanic skills health and prestige.

Hi-res colour graphics show town maps, with various different facilities available in each building. The arena and open road displays show the road, terrain and the instrument panel. Full driving controls, weapons selector and animated combat. Save game feature. Comes complete with double-sided disc, AADA map of the east coast of America, Driver's Manual, reference card and tool kit.

1 Player.

Designed by Lord British and Chuckles.

LEVEL 2.

Apple 64K (joystick required).....£49.00

MOEBIUS - The Orb of Celestial Harmony - in this 'real-time', fantasy role-playing game, you are a disciple of Moebius the Windwalker and you must recover the stolen Orb of Celestial Harmony, before it disrupts the fabric of the universe and destroys the island kingdom of Khantun. Travel through the four elemental planes of Earth, Fire, Water and Air in your quest for the Orb, liberating villages and shrines from the tyranny of the evil Warlord of the East, Kaimen. Discover magical charms and weapons to aid you and guard yourself against attacks from rebel guards, assassins and wild animals. Wise players can converse with villagers and monks to gain help or clues to help you in your quest.

Hi-res colour animated graphics and new-style terrain features, with night/day, storms and earthquakes. Features unique combat system, with 3-D, animated control over your character, requiring strategy, tactics and timing to defeat your opponent, using either sword or open-hand karate techniques. Also includes magic combat with renegade monks, training arena and 'map as you go' mapping system, to keep track of where you are. Save game feature. Comes complete with two discs, manual, reference card, headband and poster. Keyboard control.

1 Player.

Designed by Greg Malone.

LEVEL 2.

Apple 64K.....£49.00

ELECTRONIC ARTS:

BARD'S TALE - fantasy role-playing game, utilising all the best things in 'Wizardry' and more! First in a series of three 'Tales of the Unknown'. The town of Skara Brae has been isolated by an evil mage called Mangar, who has surrounded the town with perpetual winter and now threatens it's very existence. Build up a gallant band of adventurers to rid this curse or call upon the services of your tried and trusted heroes from your 'Wizardry' or 'Ultima III' games. Three dimensional hi-res colour graphics, animated colour monsters, scrolling town map features (taverns, temples, towers and guardian statues), sixteen different mazes and 85 spells. Many magic items, logic puzzles and monsters. Comes with two discs and manual.

1 Player.

Designed by Micheal Cranford.

LEVEL 3.

Apple 64K (128K optimum)..... £43.00

INFOCOM:

A MIND FOREVER VOYAGING - complex science fiction text adventure in which the world stands on the brink of social and economic collapse. An American Senator, along with a small group of leaders from government, business and universities, announces a Plan of Renewed National Purpose to save the situation. You are PRISM, the first sentient computer and you must use your unique abilities to enter a simulation of the future and test the effectiveness of the Plan and save the world from chaos. Comes complete with a short story of your development and description of the world's problems, instruction manual, colour map, 'Dakota Online Magazine', decoder and a 21st century plastic pen.

1 Player.

LEVEL 3.

MANY COMPUTERS..... £38.00

WISHBRINGER - introductory level text adventure. You are a postal clerk in a quiet village called Festeron threatened by a titanic struggle between Good and Evil. You must find the magic stone known as Wishbringer and prevent your village being destroyed by the imminent battle. Comes complete with full documentation on the game, a postal map of the area and "magic" stone.

1 Player.

LEVEL 1.

MANY COMPUTERS..... £35.00

MICROPROSE:

SILENT SERVICE - simulation of submarine action in the Pacific during WW2. Command a U.S. Fleet submarine on patrol. Your mission: find, attack and sink the maximum tonnage of enemy shipping. Three dimensional colour graphics of the conning tower and targets, enable you to plot your course and speed, dive to avoid enemy destroyers and use your bow or stern tubes to sink the convoys. Or run in at night, on the surface, to finish off any stragglers with your deck gun. Scenarios include gunnery and torpedo range, six convoy action scenarios and five patrol scenarios. Four skill levels and seven 'reality' levels to increase difficulty and realism, including limited visibility, convoy zig-zags, dud torpedoes, expert destroyers etc. Joystick and keyboard controls.

1 Player. Play time 15 minutes to several hours.

Designed by Sid Meier.

LEVEL 2.

Apple 64K, Atari 48K, C-64, IBM..... £35.00

STRATEGIC SIMULATIONS INC.:

ANTIETAM - 6.00 a.m. September 17th, 1862. Robert E. Lee and his Army of Northern Virginia, 40,000 strong, having invaded the Union, have reached the outskirts of Sharpsburg, between Antietam Creek and the Potomac River. General George McClellan, with 87,000 Union troops, advances to trap the Confederates with their backs against the Potomac, where a single ferry crossing makes a quick retreat for Lee and his troops impossible. The stage is set for the bloodiest day in the American Civil War. The 42x36 hi-res colour map with 200 yards/squares, details contoured terrain with four elevations, roads, woods, cornfields, streams, bridges, fords and Sharpsburg. Each turn represents 1 hour split into two half hourly phases. Every unit that took part in the battle is accounted for and represents two to three regiments and include infantry, cavalry and artillery. Each unit is rated for manpower, guns, effectiveness, morale and fatigue. 17 weapon types including muskets, rifles, carbines, Napoleons, howitzers and parrots. Rules include movement (normal, column, limbered/unlimbered), hidden units, leaders, line of sight, ammunition, melee and routs. In solitaire the computer can play either side. Three levels of play. Comes complete with rules, Order of Battle for both sides and colour grid map of the battlefield. Save game feature.

1-2 Players. Play time 11+ hours.

LEVEL 1,2 AND 3.

Designed by David Landrey and Chuck Kroegel.

Apple, C-64. (coming for Atari).....£43.00

BATTALION COMMANDER - modern 'real-time' tactical armoured game. Uses the 'Combat Leader' game system. Platoon level units including tanks, APC's, infantry, engineers, scouts, mortar and anti-tank. Weapons include ATGM's, rifles, machine-guns, grenades, artillery and mines. Rules include smoke, supply, fire support, unit facing, ammunition and bridge demolition. High-res colour maps with terrain features including forests, rivers, towns, villages, roads and contoured terrain levels. Two levels of command. Five scenarios, 40 different battlefields. Select opposing forces from U.S., Soviets or Chinese. Relative strengths can be altered to vary the difficulty of each game. Joystick and keyboard control.

1 Player. Play time 30+ minutes.

Designed by David Hille.

LEVEL 2.

Apple 64K (joystick required), Atari 48K, C-64.....£35.00

KAMPFGRUPPE SCENARIO DISC I - five extra scenarios for your 'Kampfgruppe' game. Each provides extra challenges for the solitaire player or for two players. The maps have high density urban terrain features, requiring careful planning for movement on the attack or lines of fire and retreat to be allowed for, when defending. Comes with recommendations for the side for best suited for the computer in solo play. Requires 'Kampfgruppe' to be played.

1-2 Players.

LEVEL 3.

Apple, Atari 48K, C-64.....£15.00

ORIGINS SYSTEMS INC.:

ULTIMA 4: QUEST OF THE AVATAR

ULTIMA IV - Quest of the Avatar - latest in the award-winning fantasy role-playing series. 16 times larger than any previous version and occupying both sides of two disks. Animated hi-res colour graphics, many terrains and scenarios requiring the completion of a variety of multi-level tasks, rather than the simple pursuit of an evil villain. Features a new unified system of magic, a near infinite number of combat situations and interactive play with characters within the game allowing conversation on hundreds of topics. Comes complete with colour cloth map, two manuals, reference card and Ankh.

1 Player.

Designed by Lord British.

LEVEL 3.

Apple 64K, C-64. (coming for Atari).....£49.00

SUB-LOGIC:

JET - advanced real-time, 3-D jet combat flight simulator, from the same stable as Flight Simulator II. Fly a F-16 Fighting Falcon land-based jet aircraft or a F-18 Hornet carrier-based jet aircraft, on bombing missions avoiding SAM missile sites or have dogfights with air-to-air missiles and cannon against MIG-21 and MIG-23 aircraft. Weapons include Sidewinder and Sparrow AAM's, 20mm Vulcan cannon, AGM-65 air-to-ground missiles and MK-82 smart bombs. Heads Up Display includes altimeter, heading indicator, G-force indicator, fuel gauge, airspeed indicator, gunsight, weapons selector and radar. 3-D hi-res colour graphics give you five different directional views out of the cockpit, plus 'Control Tower Mode' allows you to view your aircraft from the ground or carrier base. Menu options offer three different flight modes including 'free flight' to enable you to learn about your aircraft before committing yourself to combat. Nine different skill levels, aircraft and weapons selection. Other options include keyboard and/or joystick control, 'fly by wire', 'zoom' facility on views and ejector seat to live to fly another day!

Designed by Charles Grey and Bruce Artwick.

LEVEL 3.

C-64, IBM (128K minimum, graphics adaptor required). (coming for Apple and Atari).....£43.00

STRATEGIC SIMULATIONS INC.:

PANZER GRENADIER - WW2 armoured/infantry game on the Eastern Front. Uses the 'Field of Fire' game system. You command platoons of tanks and companies of infantry of an elite Panzer Grenadier unit attached to the 'Grossdeutschland' Panzer Division. Your forces include Tiger, Panther and Panzer IV tanks, with mortars, artillery, SPG's, assault guns, armoured cars, halftracks, trucks, motorcycle reconnaissance units and engineers. Scrolling hi-res colour maps with terrain features including rivers, buildings, bridges, ridges and woods. Five scenarios simulating the various aspects of war in Russia. Three levels of difficulty.

Joystick control.

1 Player. Play time 1-2 hours.

Designer Roger Damon.

LEVEL 2.

Apple 64K (joystick required), Atari 48K, C-64.....£35.00

U.S.A.A.F. - simulation of the daylight bombing campaign by the U.S.A.A.F from August 1943 until the end of WW2. The hi-res colour 48x32 grid map displays England and Nazi-occupied Europe, from France to Rumania and from Denmark to Northern Italy. Each square is 33 miles across and displays airfields and cities. Uses a similar day/turn game system to 'Fighter Command', with the German player responding to the American raids after the morning briefing sessions. Includes aircraft production, German heavy industry, aircraft replacement, weather, 17 target types, and political limitations on target selections. 13 Luftwaffe and 11 U.S.A.A.F aircraft types, each rated in nine categories including maneuverability, fuel, speed, climb rate etc. Each bomber and fighter group is rated for number of serviceable aircraft, morale, experience and aircraft type. Also included are flak, five German fighter tactics, patrols, jet and rocket aircraft, U.S.A.A.F feints and secondary targets. In solitaire, the computer will play either side or both. Scenario options are three one month short scenarios or three campaign scenarios starting 1st August, 1943, 1st February, 1944 and 1st October, 1944 respectively. Save game feature. Comes with rule book and two colour maps.

1-2 Players. Play time 3-6 hours (short scenarios), 50-200 hours (campaign scenarios).

Designed by Gary Grigsby.

LEVEL 3.

Apple, C-64. (coming for Atari).....£49.00

CATALOGUE UPDATE.

PAGE 4: BRODERBUND - Mindwheel has now been deleted.

PAGE 4: GAME DESIGNERS WORKSHOP - Rommel: Battle for Tobruk.

GDW have delayed the release of this title for technical reasons and it is not now scheduled for release for at least three months. Please call for further details.

PAGE 6: KRENTEK SOFTWARE - Napoleon at Waterloo/Version II.

This new version now has four scenarios: 1) Historical - the way it was. 2) Blucher Flees - introductory scenario. 3) Blucher Attacks - expert scenario. 4) Grouchy Marches To The Guns - large scale scenario.

PAGE 7 MICROPROSE SOFTWARE - we are deleting the following titles from our range: Hellcat Ace / Kennedy Approach / Spitfire Ace.

PAGE 9: SIR-TECH - Wizardry - Proving Grounds.

IBM and Macintosh versions, the price has been corrected and is now £49.00.

PAGE 13 STRATEGIC SIMULATIONS INC. - the following titles have now been discontinued by SSI: Galactic Gladiators / Galactic Adventures.

PAGE 14 STRATEGIC SIMULATIONS INC. - Napoleon's Campaigns has now been deleted by SSI.

PAGE 17 STRATEGIC STUDIES GROUP. - Reach for the Stars/2nd Edition.

This 2nd Edition has an improved computer opponent, random game generator, player aids and improved limited intelligence.

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The Ariolasoft titles we offered for the Apple before Christmas 1985, are now being dropped, due to continual 'production delays' and faulty products. We apologise for this, but we do not wish to supply you with sub-standard products.

If anyone is interested in any of their titles, we can import them in their original Electronic Arts format, but obviously the prices will considerably higher. But then we could at least be certain that the games will load and come with their complete set of instructions. Please call for further information.

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NEW VERSIONS Now available.

AVALON HILL - Gulf Strike....Apple 48K (joystick optional) and C-64 versions.....	£27.00
CYGNUS - Star Fleet I....Atari 48K version.....	£43.00
DIGITAL KAMPF GROUP - Clash of Wills....C-64 version.....	£35.00
ELECTRONIC ARTS - Bard's Tale....C-64 version.....	£43.00
FTL - Sun Dog....Atari 520ST version (colour only).....	£35.00
SSI - Antietam....Atari 48K.....	£43.00
SSI - Operation Market Garden....Atari 48K and IBM versions.....	£43.00

COMING SOON

AVALON HILL -

Extended Capabilities Disc for Under Fire. Extra units and vehicles.

MICROPROSE -

Conflict in Vietnam. Apple, Atari, C-64.

STRATEGIC SIMULATIONS INC. -

Colonial Conquest. Apple and new C-64 European versions

Computer Baseball. Macintosh version.

Imperium Galactum. New C-64 European version.

Phantasie II. Apple and C-64

U.S.A.F. Atari version.

Two new fantasy games, Wizard's Crown and The Rings of Zilson for the Apple.

DIGITAL KAMPF GROUP -

Metz. Patton's offensive. Atari.

Operation Cobra. The breakout from Normandy. Atari.

WWI game. (title unknown) Atari.

OMNITREND -

Universe II. Expected for some time now and scheduled for many computers, including the Atari 520ST.

ORIGINS SYSTEMS INC. -

Ogre. Science fiction strategy game. Apple.

ON THE DRAWING BOARD

SSI are working on translations of Phantasie, Gemstone Warrior and Computer Baseball for the Atari ST and Commodore Amiga. Also the follow up game to Antietam, 'Battle of Gettysburg', is being written for the Apple, C-64 and Atari computers. Gary Grigsby's tactical naval game project (Warship) has been shelved and he is now concentrating on 'War in the South Pacific', which is planned for the summer.

Rumours of a 'Napoleon Construction Set' game, with two set scenarios and a complete design kit, enabling recreations of any Napoleonic battles, is in the pipeline.

'Fighter Command' and 'Mechbrigade' for the Atari, are finally being written and with luck are planned for the Spring.

Avalon Hill are translating their 'Under Fire' for the C-64 and the IBM (no Atari as yet). Also a fantasy game called 'Darkhorn', for the Apple, Atari and C-64, is planned for later in the year.

Sub-Logic are beginning their next project which will be an interplanetary flight simulator. The 16 bit Flight Simulator has been delayed and is not now due for release until the summer at the earliest.

ON THE DRAWING BOARD Continued.

As some of you may have read elsewhere SSG are in the process of writing their American Civil War game, 'Appomattox', which will cover the whole of the Civil War! There might be some wait for this one. GDW are converting their 'Chickamauga' game for the Apple and C-64 and as already stated earlier, their Rommel game has been put back yet again.

The general feeling from the States, is one of confusion with the arrival of the ST and the Amiga. Many companies were backing the Amiga, but now that the ST has sold well, there is now a complete re-think on the situation, which is delaying a number of products which were due out in January and February.

STOP PRESS

NEW TITLES JUST ARRIVED!!!

SIERRA ON LINE - Kings Quest II - Romancing the Throne.

Fantasy role playing game. Colour animated graphics and text.  
Apple. (128K required).....£43.00

STRATEGIC SIMULATIONS INC. - Nam.

6 scenarios set during the Vietnam war. 1 Player. Uses the 'Field of Fire' and 'Panzer Grenadier' game system.  
Atari 48K.....£35.00

STRATEGIC SIMULATIONS INC. - Battle Group.

Infantry/armoured warfare game set on the Western Front during WW2. Uses the 'Kampfgruppe' game system.  
Apple, C-64.....£49.00

For any further information on these or any of the other titles, please contact us on 01-979-2987. Or write to:

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1st February 1986.